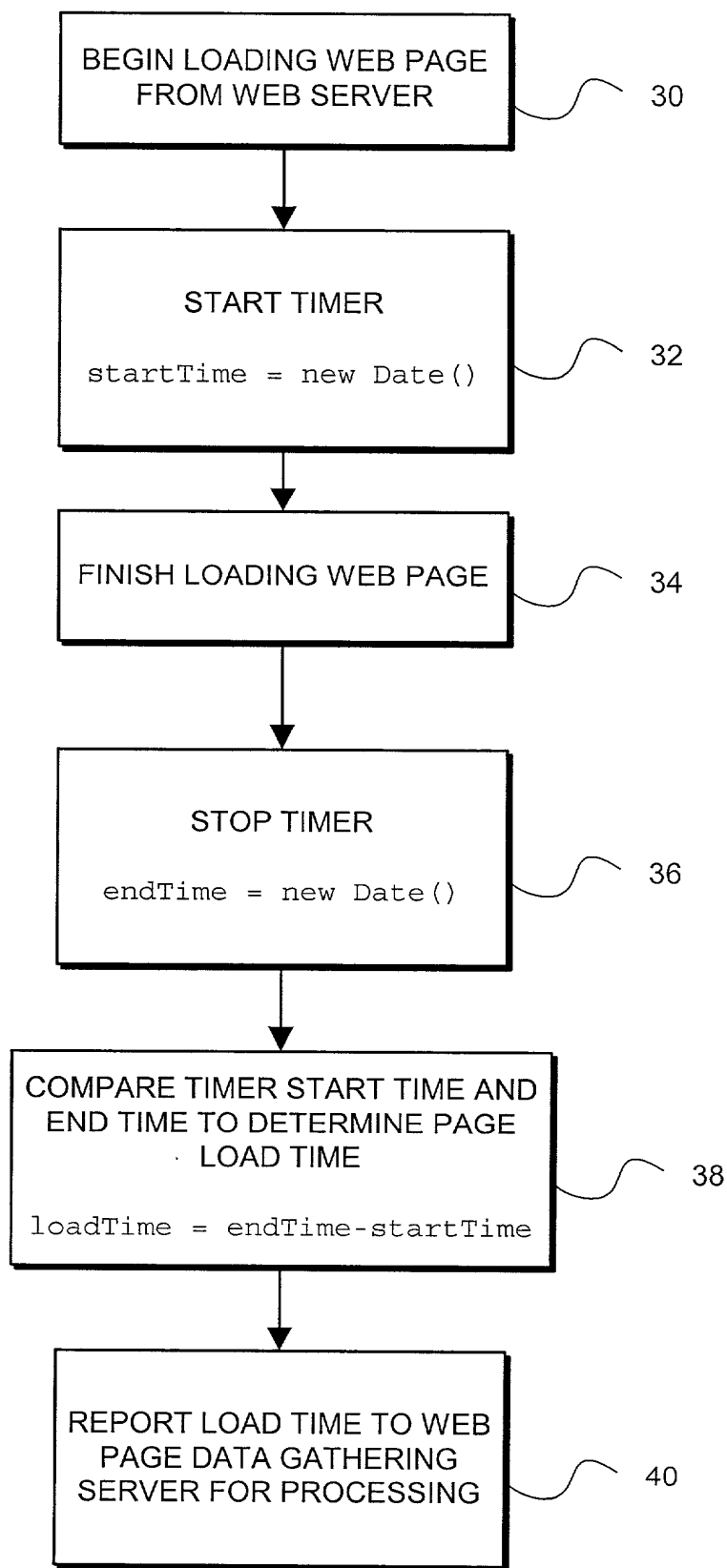


FIG. 2



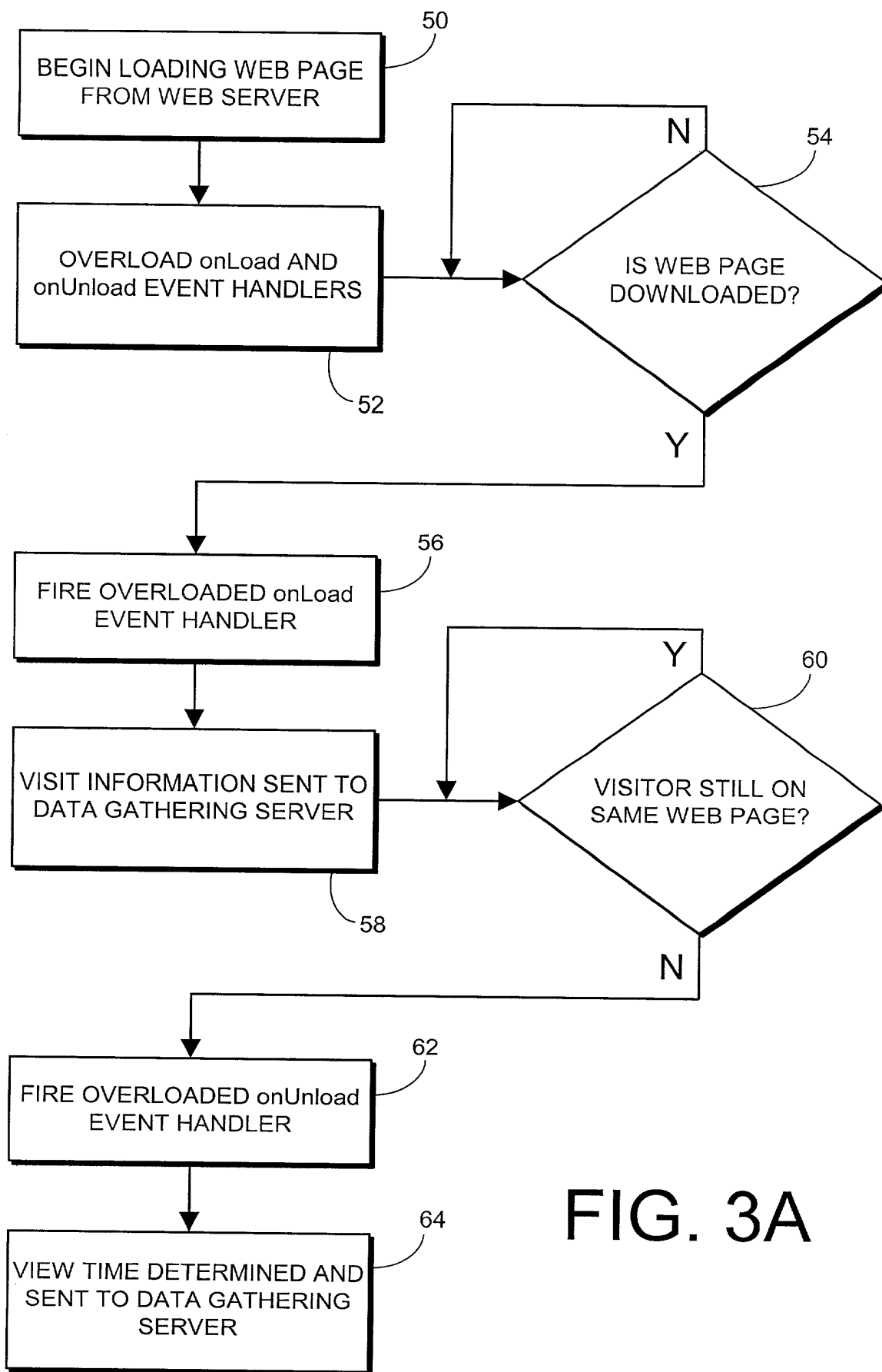


FIG. 3A

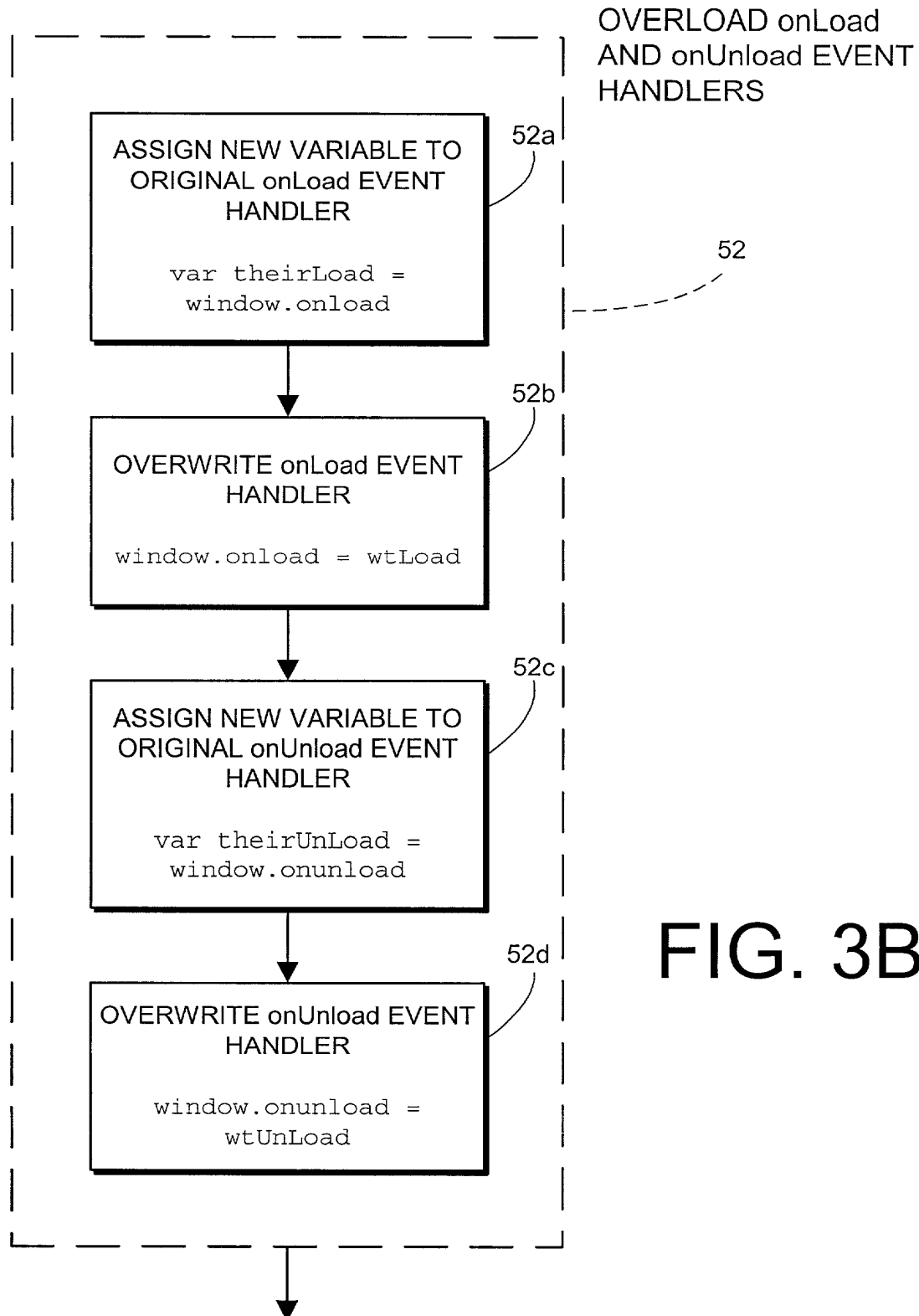


FIG. 3B

FIG. 4

(Sample Code for Overloading Technique – Determining Page Load and Page View Times)

```
<html>
<head>
<script LANGUAGE="javascript">
<!--
    var startTime = new Date();
//-->
</script>
<title>Page Load Test</title>
</head>
<body>
<script LANGUAGE="javascript">
<!--
    var endTime, loadTime, viewTime;

    document.write('<IMG NAME="wtImg" SRC="">');

    function wtPutTag()
    {
        var W="url="+window.document.URL;
        W+="&loadtime="+loadTime;
        window.document.wtImg.src =
        "http://my.server.com/alert.asp?" + W
    }

    function wtLoad()
    {
        if (window.theirLoad != null) theirLoad();
        endTime = new Date();
        loadTime = endTime-startTime;
        wtPutTag();
    }

    function wtUnLoad()
    {
        if (window.theirUnLoad != null) theirUnLoad();
        viewTime = new Date();
    }

    //Capture their load and unload then overload the
functions
    var theirLoad = window.onload;
    window.onload = wtLoad;
    var theirUnLoad = window.onunload;
    window.onunload = wtUnLoad;

//-->
</script>
</body>
</html>
```

FIG. 5

(Using the onReadyStateChange Event Handler)

```
<html>
<head>
<title>Page Load Test</title>
<SCRIPT LANGUAGE=javascript>
<!--
    var wtStart, wtEnd, loadTime
    wtStart = new Date();

    function wtTime()
    {
        if (document.readyState == "complete")
        {
            wtEnd = new Date();
            loadTime = wtEnd - wtStart;
            var W="url="+window.document.URL;
            W+="&loadtime="+loadTime;
            window.document.wtImg.src =
"http://my.server.com/alert.asp?" + W
        }

        document.onreadystatechange = wtTime;
    }
//-->
</SCRIPT>
</head>
<body>
<SCRIPT LANGUAGE=javascript>
<!--
    document.write('<IMG NAME="wtImg" SRC="">');
//-->
</SCRIPT>
</body>
</html>
```

FIG. 6
(Split JavaScript Tag – Bottom and Top of Page Code)

```
<html>
<head>
<title>Page Load Test</title>
<SCRIPT LANGUAGE=javascript>
<!--
    var wtStart, wtEnd, loadTime
    wtStart = new Date();
//-->
</SCRIPT>
</head>
<body>
<SCRIPT LANGUAGE=javascript>
<!--
    wtEnd = new Date();
    loadTime = wtEnd - wtStart;
    var W="url="+window.document.URL;
    W+="&loadtime="+loadTime;
    document.write('<IMG
SRC="http://my.server.com/alert.asp?'+W+'">');
//-->
</SCRIPT>
</body>
</html>
```